Frelic the Frenetic of Glasamir

Sprite

Strength * Spirit * Skill 6 / 8 / 9

Renown 9

Stealth 54

Action Points 7

Pack 12 Coin

********** [ ] Sovereigns

[ ] Silvers

[ ] Pence

[ ] Gems

****

Minor Spells No Spirit cost for 1 Turn. Add 1 Turn for each Spirit point that is spent.

Eye Spy See actions*attributes*locale*prizes of monster or character if seen/known.

Knock Knock See hidden all hidden doors in room.

Bar the Way Lock any door magically.

Open Sesame Unlock any door magically.

Major Spells Cost all Spirit for Turn it is cast upon.

Prepare Spell Ready a Major Spell. Carry until cast. 1 spell, can change at will.

Elf Arrow Magic arrow, perfect aim. Target takes wound equal to caster's current Spirit.

Elf Fire Cast beyond visible doors on die roll of 5+. Fail: goes off in caster's room. Wound: 10

Sweet Dreams Target falls asleep until awakened on die roll of 3+.

Glacia the Fighter

Human

Strength * Spirit * Skill 10 / 6 / 7

Renown 7

Stealth 42

Action Points 7

Pack 20

Coin

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[ ] Sovereigns

[ ] Silvers

[ ] Pence

[ ] Gems

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Special Items No pack cost.

The Talking Sword of Lothia

+3 Wounding

Question Sword concerning anything. May ask thrice daily

Once daily: See actions*attributes*prizes*locale of monster or character if seen or known. 3 Turns.

Once daily: Sword will speak any language for 3 Turns.

Enchanted Armor

Coat of chainmail. Reduce any Wound by 2.

Pardue the Holy Man

Human

Strength * Spirit * Skill 8 / 10 / 8

Renown 7

Stealth 48

Action Points 7

Pack 12 **Coin**

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[ ] **Sovereigns**

[ ] **Silvers**

[ ] **Pence**

[ ] **Gems**

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Special Items No pack cost.

Graven Eye of Timor

Turn undead on successful die roll, depending on Class of Undead (5 Classes): 1/4+ 2/5+ 3/6+ 4/7+ 5/8+ Special: 12

Spells All spells cost 1 Turn to cast. "Once" or "Thrice" means daily. Number given for successful die roll.

Bless Add 2 to any attribute of ally. 1 Turn, + 1/Spirit Point spent, maximum of 4 Turns. Once. **6+**

Purify Food/water. Once on successful die roll: 4+ Cost 3 Spirit **6+** **Animal Speak** Once. Cost 2 Spirit **4+**

Light 1 Turn + 1/Spirit point. Around caster. **3+** **Heal** Restore Health. Thrice. Cost: All Spirit for 1 Turn. **6+**

Hold 1 foe in place. Once. Cost 1 Turn + 1/Spirit point. **6+** **Cure Disease** Once. Cost: All Spirit for 1 Turn **7+**

End Curse Costs Spirit/Strength/Skill for 1 day. **11+**

Commune Query the Great Hal. Spirit/Strength for 1 day. **Hold** One enemy in place. Cost 1 Turn + 1/Spirit **6+**

Quest Geas upon mortal. Can curse if refused. Costs all Spirit for 3 Turns. Once daily. **8+**

Raise Dead Any mortal. Costs all Strenth/Spirit/Skill; can rest only when fortnight is spent in Abbey. **12**